CHANNEL F
FAIRCHILD VIDEO ENTERTAINMENT SYSTEM
VIDEOCART-4
Spitfire
• 1-player • 2-player
TO PLAY PRESS BUTTONS
2-Player Spitfire..... 1 4
(You Vs. Opponent)
1-Player Spitfire..... 2 4
(You Vs. Computer)
• Options 2
Hand Controller Action
• Pull Back—Plane moves up.
• Push Forward—Plane moves down.
• Push Down—Fires bullet.
SCORING: 1 point scored for each plane knocked down
ENCODED PROGRAM © FAIRCHILD 1977
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INSTRUCTIONS FOR
VIDEOCART-4
CARTRIDGE GAMES

Exclusively for use with the Fairchild Video Entertainment System

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On Your Mark

The Red Baron meets the Blue Max in an aerial dogfight all over the screen. You can take an opponent in a 2-player dogfight, or more exciting yet, it's you against the computer in a 1-player battle.

Take your Fairchild Videocart(TM) cartridge and, with the edge label facing you and the top label facing up, insert it in the chute marked INSERT CARTRIDGE until it "clicks" into place. To remove the cartridge, press the PRESS TO EJECT bar, then slide cartridge out of game console.

Get Set

Once the cartridge is in place, press the RESET button. The screen will show a G?. The cartridge is asking you which game you want to play. Always press the RESET button before selecting a game.

Go

Press button 1 for 2-player Spitfire.
Press button 2 for 1-player Spitfire.

1. 2-Player Spitfire

You and the enemy air ace are engaged in an aerial dogfight up in the sky high above the earth. Try to shoot your opponent down and score a point before he sends you spiraling to the ground.

The Red Baron is in the lower left corner of the screen. The Blue Max is in the lower right corner. A control tower sits between them on the landing field.

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After selecting 2-player Spitfire, an S? will appear on the screen. The game is asking you if you want to start. You can start right away with an average speed or you can select the MODE option mentioned in your Fairchild Video Entertainment System instruction booklet. The higher the MODE number, the faster the planes will fly. Bullets always travel faster than the planes fly. The TIME option is not used in Spitfire.

After pressing the START button, a countdown, 3, 2, 1, will appear on the screen. At the end of the countdown, the planes begin to move across the runway. The control tower will not disappear until one of the planes takes off into the air. Neither plane can shoot while the control tower is on the screen.

Selecting Mode. The MODE option can be selected immediately after selecting 2-player Spitfire or anytime after the countdown. To select a new MODE after the countdown, press button 3 (HOLD), then button 2 (MODE). Select the new mode speed and then press START. The countdown will resume with the planes

remaining in their same positions. The score is not altered by selecting a MODE.

How the Hand Controllers Work in Spitfire. Always orient the recessed recessed triangle on the top of the hand controller toward the TV screen.

Spitfire planes fly using the same principles as real airplanes. In order to fly, a plane must always be moving. The Spitfire planes are always moving forward. You have control over the "elevators," or what makes the plane move up and down.

Pushing Forward (towards the TV screen) on the hand controller causes the plane to move DOWN. (The "elevator" moves down causing the tail to move up and the nose of the plane to move down).

Pulling Back (towards you) on the hand controller causes the plane to move UP. (The "elevator" moves up causing the tail to move down and the nose of the plane to move up).

Once the hand controller has been used to change the orientation of the plane, the plane continues moving in that direction until the hand controller is used again.

Scoring. Pushing Down on the hand controller fires a bullet. The bullets disappear at the edge of the screen. Hitting your opponent sends him spiraling to the ground and scores 1 point. The score is then flashed momentarily in the lower left and right corners of the screen. After the score disappears, the countdown begins again and the planes taxi on the runway ready for another battle.

Top Secret Battle Hints. The Spitfire planes have the ability to wrap around the screen. That means that if a plane flies off one edge of the screen, it will wrap around and appear on the opposite screen flying in the same direction. This can be used as an advantage to sneak up on your opponent. The planes can also be made to fly completely off the top and side edges of the screen. This is akin to flying in the clouds. Although the planes cannot be seen, they can still fire and be hit.

2. 1-player Spitfire

You, the Blue Max, have engaged the Red Baron in a fierce battle, only the Red Baron is being controlled by the computer! Can you shoot the Red Baron down before the computer homes in on you and sends you spiraling to earth?

After selecting 1-player Spitfire, the countdown starts immediately. When the countdown is complete, the Red Baron will take off right away and start shooting at you. Keep this in mind when planning your battle strategy!

Selecting Mode. To select the MODE option, wait until the countdown is complete, then push button 3 (HOLD). The screen will now show an S?. Button 2 (MODE) can now be pushed and the desired mode selected. The countdown will resume when the START button is pushed. Neither the positions of the plane nor the score will be altered by changing the mode.

The MODE option can be selected anytime after the countdown, while the game is in play.

The TIME option is not used in Spitfire.

How the Hand Controller Works. The hand controller works the same way it does for the 2-player Spitfire, only you are the only person controlling a plane (the right-hand plane). The Red Baron is controlled by the computer.

Scoring. Pushing Down on the hand controller fires a bullet. Hitting the Red Baron sends him spiraling to earth and scores you a point. If the Red Baron hits you, he scores a point while you crash in flames! The score is flashed momentarily in the lower left and right corners of the screen. After the score disappears, the countdown begins immediately and the Red Baron is after you again.

Top Secret Battle Hints. Remember that the Red Baron is computer controlled. The more you hit the Red Baron and score against him, the better he will get. His aim gets sharper and he homes in on you faster. The more Red Baron hits you and scores against you, the more cocky and confident he gets and his accuracy and timing slip! Remember: the more you hit the Red Baron, the better he gets, the more Red Baron hits you, the worse he gets.

Just as in 2-player Spitfire, both planes can wrap around the screen.

Have Fun

If you have questions about this Videocart(TM)* cartridge or your Video Entertainment System, call the toll free numbers in the back of your console instruction booklet.

Other exciting Videocart(TM)* cartridges are available from Fairchild Consumer Products. See them at your Fairchild dealers or, for more information write:

Fairchild Consumer Products
4001 Miranda Avenue
Palo Alto, CA 94304

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